MC-MLPPP and PPP Emulation using Client Server



Overview

The **Multi-Class Extension to Multi-Link PPP** allows a sender to fragment the packets of various priorities into multiple classes of fragments, and allows high-priority packets to be sent between fragments of lower priorities.

MLPPP bundles multiple link-layer channels into a single network-layer channel. Data sent through this channel will be distributed among all the links. It is a technique used to derive larger bandwidth pipe by aggregating smaller bandwidth pipes e.g. from multiple T1s or E1s.

GL's flexible and versatile **MC-MLPPP Emulator** is GUI based WCS client, which simulates MC-MLPPP and PPP protocols over T1 E1 links. The software is capable of generating and receiving MC-MLPPP/PPP traffic (with or without impairments). Traffic source can be sequence number, HDL files (containing packets/frames), flat binary file, user-defined frames (ASCII HEX file), and Ethernet data. The emulator can be configured as a router or as a Bridge to establish connection and to route traffic between LANs.

For more details, visit MC-MLPPP Emulation using Client-Server webpage.

Main Features

- Performs MC-MLPPP as well as PPP simulation
- Supports LCP with the following negotiation options
 - PPP options: MRU (Maximum Receive Unit), ACFC (Address and Control Field Compression), PFC (Protocol Field Compression), Magic Number, LQR (Link Quality Reports), Authentication, and Link Bandwidth Control
 - MLPPP Options: MRRU (Maximum Received Reconstructed Unit), Short Sequence Header format, Long sequence header format, Endpoint Discriminator, PPP in MLPPP, and Multi-class
 - Multi-Class Options: Multilink Header Format
- Supports the following NCP: IPCP (RFC 1332 and RFC 1877), BCP (RFC 3518), and PPPMuxCP (RFC 3153)
- Transmit and receive Ethernet traffic over T1 E1 links by operating either in bridge or router mode
- User configurable timers, bandwidth using flags, and counters like Restart-timer, Max-Configure, Max-Terminate, and Max-Failure
- Supports PAP and CHAP authentication protocols and support for HDLC framing with CRC16, CRC32 or without CRC
- Supports up to 16 T1 E1 ports
- Supports hyper channels with discontinuous (sparse) timeslots
- Supports RTP Compression enabling IP/UDP/RTP compression conforming to RFC 2508
- Supports Van Jacobson Compression (RFC 1144) and IP Header Compression (RFC 2507 and RFC 3544)
- Dynamically add/remove (open/close) PPP links without loss in data
- Supports various impairments at PPP layer CRC error, frame error, frame duplication, and more
- Supports various Fragment/Packet impairments for each Class at MLPPP level
- Provides detailed test (Tx/Rx) results per class / per link in GUI as well as through log files in command line

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Adding PPP links

Various PPP links (of any bandwidth varying from 8Kbps single sub-channel to n*64Kpbs channels) can be added to form the MLPPP bundle.

Each of the added links in the bundle can be configured with selected PPP, MLPPP, and Multi-class configuration options. PPP options can be selected for each link individually; however MC and MLPPP options are selected for the complete bundle.

As the transmission and reception is in progress, any of the PPP links in the bundle can be removed (terminated) or links can be added back to the bundle without loss in data.

۱ د	MC-MLPPP Emu	lator				×
Eile	Action Help	P View Action T	x/Rx Verification	Simulation	_	
	Link Name	Action	LCP Status	NCP Status	Tx/Rx Status	
	#1:1	Close	Link UP	Link UP	Tx: No Action, Rx: No Action	
	#1:2	Open	Link Down	Link UP	Tx: No Action, Rx: No Action	
	#1:3	Close	Link UP	Link UP	Tx: No Action, Rx: No Action	
	Add LCP Configurati	Delete	Open tion Link Test	Close Statistics HDL	C Statistics Impairments	
	Maximum Re	eceive Unit		LCP Negotiated ¹ Link is not conf	Values	
	Protocol Field Compression Address and Control Field Compression				V	
	Magic-N	umber 302		Flags between	frames 100 Set Flags	

Add PPP Links

Link Control Protocol (LCP) Negotiation Options

MC-MLPPP supports Link Control Protocol (LCP) to configure PPP links with the various negotiation options. Link configuration is an optional feature. LCP Negotiation at MLPPP Level includes 'PPP in MLPPP' option to configure PPP header in MLPPP payload.

If LCP is enabled for a link, then open action on that link performs Link Configuration (option negotiation) by exchanging LCP Configuration packets with peer end. If LCP configuration is disabled, then an open action on that link will make the link to go to UP state assuming that the peer end is also up.

MLPPP View PPP View Action Tx/Rx Verification		
	LCP Configuration	
Link configuration Impairments Statistics Link Test		- I CP Negotiated Values
- MC-MI PPP Options	Maximum Receive Unit	
Fragment Format Long Sequence Multi-Class options	1500	Link is not configured
Suspendable classes	Protocol Field Compression	
Reconstructed Unit	Address and Control Field Compression	
Endpoint Discriminator Protocol Field Com	Magic-Number 298	🔽 Link Bandwidth Control
Class IP Address 💽 🔽 Address and Contro	🔽 LQR Reporting Period 🛛 🗸 400	Flags Betwwen Frames 100
Address 192 168 1 64	(Reporting Period in tens of millisecond)	C Link Utilization % 99.000
Maximum Differential De	Authentication	Apply



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Common Configuration

The PPP configuration parameters include Max-Configure, Restart-timer, Max-Terminate and Max-Failure. The HDLC configuration allows configuring the CRC parameters for HDLC frames. The PPP Multiplexing feature allows sending multiple PPP encapsulated packets in a single PPP Multiplexed frame. PPP Mux configuration includes enabling of Multiplex PPP option, negotiation of PPP Mux CP for the default PID option, and multiplexing criteria of sub frames to form a multiplexed PPP frame.

Common Configuration
PPP Configuration Hdlc Configuration PPP Mux Configuration
Multiplex PPP
Negotiate PPP Mux CP Defualt PID IP
Max Sub frame Length[< MRU-2] 1498
Muxing Criteria
Mux Frames UP to MRU
C Range
Min Frames 1 Max Frames 5
€ Increasing € Random
Ok Cancel

Common Configuration

Network Control Protocol Configuration

Once LCP enters open state, NCP configuration allows negotiation of IPCP, BCP, and PPP Mux Control Protocol (Popup). In MLPPP Simulation, NCP negotiation starts as soon as any PPP link in the bundle goes to LCP UP state. In MLPPP Simulation, NCP can be configured to send Packets over PPP links in the bundle or on the MLPPP bundle.

NCP	
Network Control Protocol IPCP	Network Control Protocol BCP
Ncp Over MLPPP Options MLPPP	Ncp Over MLPPP
Option type IP Address	ation NCP Configuration Link Test Statistics HDLC Statistics Impairments
□ IP Address IP Compression Protoc Primary DNS Server Ar	
Primary NBNS Server / Network C Peer IP Address Secondary DNS Server / Options	ontrol Protocol IPCP
0 . 0 . 0 . 0 . 0 Option ty	pe IP Compression Protocol
	Primary DNS Server Address Primary NBNS Server Address
	nable IPHC Secondary DNS Server Address Secondary NBNS Server Address
TOPS	Space 15 Non TCP Space 15
Maxi	Period 256 Max Time 5
MaxH	eader 168 1 Compress RTP

NCP Configuration

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Link Test using Echo Request/Reply

Link Testing is used for testing link connectivity. When the status of the link is up, it will test by sending LCP keep alive messages (Echo Req/Reply). The Link Test provides test parameters along with the statistics of number of requests sent and number of replies received. Link Test can be performed over PPP links in the bundle and/or on the MLPPP bundle.

LCP Configuration NCP Configuration	Link Test	Statistics HDI	LC Statistics	Impairments]
Max Echo Request 1 (Enter -1 for Infin Data	nite) Num	Notics Iber of Echo Red ber of Echo Rep	quests sent 7	Reset 3 3



Traffic Generation and Verification

In MLPPP Simulation the traffic is generated and received on the entire MLPPP bundle for various classes. In PPP simulation, PPP traffic can be generated and received on each PPP link individually. Tx parameters are used to generate traffic and Rx parameters are used as reference to verify the received frames. The MC-MLPPP permits transmission and reception of following source/sink types: sequence numbers, frames from HDL file, raw data from flat binary file, user-defined frame from ACSII based HEX file, and network traffic.

Network traffic (LAN traffic) allows user to receive traffic from Ethernet, convert to PPP traffic and send through T1 E1 line and vice versa. MLPPP emulator can be configured in router mode or in bridge mode to establish connection.

Traffic Mode (MLPPP) option is used to maintain timing between frames while forwarding packets from Ethernet to T1 E1 and vice versa, i.e., the time difference between the consecutive packets captured from NIC card will be maintained while transmitting on T1 E1 and vice versa.

MC-MLPPP Emulator	💶 🗵 🎉 MC-MLPPP Emulator	
Eile Action Help	Eile Action Help	
MLPPP View PPP View Action Tx/Rx Verification	MLPPP View PPP View Action Tx/	/Bx Verification
Add Link Nt	Delete Class	Add Delete
Source Type NETWORK TRAFFIC Sink Type NETWORK T	BAFFIC Source Type NETWORK TRAF	FIC V Sink Type NETWORK TRAFFIC V
Source Parameters	Source Parameters	Sink Parameters
Adaptor Name Adaptor Name	Adaptor Name	Adaptor Name
192.168.1.57 Realtek RTL8139/ ▼ 192.168.1.57 Realtek RTL8	3139/ 192.168.1.57 Realtek RTL8139/	T 192.168.1.57 Realtek RTL8139/T
Priority Route	PriorityRoute	
Prefix Header	Prefix Header	Prefix Header
Duration Spec Duration Spec	Duration Spec	Duration Spec
Continuous transmission	Continuous transmission	Continuous Reception
C Limited frames 100	C Limited frames 100	C Limited frames 100
	C EOF	C EOF
	Payload Len 1500	Payload Len 1500
Payload Len 1500 Payload Len 1500	Fragment Len 256	tinlex PPP
Multiplex PPP		
	Start Tx	Start Rx
Start Fx	Start All Tx	Start All Rx
Start All Tx Start All Rx		

Traffic Generation and Reception

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MLPPP Emulator as a Router

The Emulator allows user to setup routing table by configuring IP-Address and Mask. Once configured, the Emulator forwards the IP packets which match routing criteria over MLPPP links. Emulator respond to all ARP requests whose IP addresses present in routing table. The Emulator allows user to configure which MLPPP class can be used based on the parameters set in Priority Dialog table - Packet Length, Source IP Address, Destination IP Address, and IP Type of Service (TOS).



MLPPP Emulator as a Router

MLPPP Emulator as a Bridge

When the emulator is configured to act as bridge between two networks, all ARP and traffic (checked against the priority table) received from the network is encapsulated as BPDU (Bridging Protocol Data Unit) and streamed over T1 E1 links. The Emulator on another network removes BPDU header, either converts to Ethernet traffic or adds Ethernet header and streams to the destination.



MLPPP Emulator as a Bridge

Impairments

Various impairments can be introduced before frames are transmitted or during traffic generation. In PPP simulation frames are impaired by applying impairment to a particular PPP link. One can specify a limited number of impairments or continuous impairment.

Insert / delete bytes and bitwise AND / OR / XOR types of impairments affect a frame by impairing frame data, while insert / delete frame, CRC error, frame error, and frame duplication affect an entire frame.

💑 MC-MLPPP Emulator	LCP Configuration NCP Configuration Link Test Statistics HDLC Statistics Impairments
Elie Action Help	CEP Configuration Interest Statistics (EDECE FRAME) Impairment Type DELETE FRAME Options Impairment Duration Byte Offset Continuous Skip Before Impair Activate Delay 250

Impairments

MC - MLPPP using Command Line Interface

All the actions performed in GUI can also be executed through command line interface. The MLPPPTerr module is used for performing High Throughput MLPPP Tx/Rx using Client-Server. It displays the command syntax, sends and receives MLPPP/PPP frames with or without impairments, and logs the events.

Example

run task "MLPPPTerrE1:TxRx";

inform task 1 "SIMULATION MLPPP;

inform task 1 "TX: CLASS 0 FRAMES 100 SEQNUM MSB1 FIXLEN 2048";

inform task 1 "RX: CLASS 0 FRAMES 200 SEQNUM LSB4 FIXLEN 1024 LOG 'D:\log\frame1.log' ";

Adding Impairments

- Supports limited / continuous number of impairments
- Types of impairments at PPP level CRC error, frame error, frame duplication, and more
- Fragment and Packet impairments at MLPPP level

Example

inform task 2 "ERROR REP 8 SKIP 5 #2:1 OFFS 8 INS abcd";

Impairs 8 frames by inserting extra octets (abcd) at an offset of 8 from the beginning of the frame. Skip 5 indicates to keep 5 frames intact and impair the 6th, and repeat same thing for 8 times.



Data Verification using Statistics

MLPPP Statistics: This provides important statistics information about the MLPPP bundle such as Number of transmitted / received octets, frames, fragments, lost fragments, and so on.

PPP and HDLC Statistics - PPP Statistics provides important statistics information for the selected PPP link, while HDLC statistics displays the errors that occur during file transmission like the Tx / Rx Under / Over Runs, Number of PPP packets with bad FCS and Frame Errors.

Tx/Rx Verification - Traffic verification provides the overall statistics for all classes (MLPPP Simulation) or links (PPP Simulation). The statistics include number of Transmitted, Received, Matched, Modified, Inserted and Deleted frames.

P Configu		-					
		Number	of octets trans	mitted 16	24		Reset
Number of total frames transmitted					4		
Number of total octets received					16		
		Number of	total frames rec	ceived 102	2		
M	lumber of	PPP packet	s with bad add	tresses 0			
Nur	mber of PF	P nackets v	with bad contro	, Ibutes 🔟			
		, puonoto i					
lumber of	PPP pack	kets too long) exceeding the	eMRU JU			
MC-MLPPI ile <u>A</u> ction	P Emulator Help						<u> </u>
MC-MLPPI ile <u>A</u> ction MLPPP Vie	P Emulator Help w PPP View	Action Tx/R	x Verification	Simulation			_ X
MC-MLPPI ile Action MLPPP Vie	P Emulator Help w PPP View	Action Tx/R	x Verification	Simulation MLPPP		Deleted Cot	_ 🗆 🗙
MC-MLPPI ile Action MLPPP Vie Class No	P Emulator Help w PPP View Tx Cnt 951	Action Tx/R	x Verification	Simulation MLPPP	Inserted Cnt	Deleted Cnt	Reset
ME-MLPPI MLPPP Vie Class No 0 1	P Emulator Help w PPP View Tx Cnt 951 950	Action Tx/R	x Verification	Simulation MLPPP Modified Cnt	Inserted Cnt	Deleted Cnt 4 567	Reset
ME-MLPPI MLPPP Vie Class No 0 1 2	P Emulator Help w PPP View Tx Cnt 951 950 1835	Action Tx/R	x Verification	Simulation MLPPP MUPP Modified Cnt	Inserted Cnt 0 0	Deleted Cnt 4 567 0	Reset
MC-MLPPI MLPPP Vie Class No 0 1 2 3	P Emulator Help w PPP View Tx Cnt 951 950 1835 1452	Action Tx/R	x Verification	Simulation MLPPP MUPP MUPP Modified Cnt 4 4 0 2	Inserted Cnt 0 0 0 0	Deleted Cnt 4 567 0 60	Reset
MC-MLPPI MLPPP Vie Class No 0 1 2 3 4	P Emulator Help w PPP View 51 950 1835 1452 949	Action Tx/R	x Verification	Simulation MLPPP MUPP MUPP Modified Cnt 4 4 4 0 2 0 0 0	Inserted Cnt 0 0 0 0 0	Deleted Cnt 4 567 0 60 73	Reset
MC-MLPPI MLPPP Vie Class No 0 1 2 3 4 5	P Emulator Help w PPP View Tx Cnt 951 950 1835 1452 949 949	Action Tx/R	x Verification	Simulation MLPPP Multiple Modified Cnt 4 4 4 0 2 0 2 0 0 0 0	Inserted Cnt 0 0 0 0 0 0 0 0 77	Deleted Cnt 4 567 0 60 73 0	Reset
MC-MLPPI MLPPP Vie Class No 0 1 2 3 4 5 6	P Emulator Help w PPP View Tx Cnt 951 950 1835 1452 949 949 949	Action Tx/R Rx Cnt 1682 589 160 125 79 237 158	x Verification	Simulation MLPPP Multiple Modified Cnt 4 4 4 0 2 0 0 0 0 0 0 0 0 0	Inserted Cnt 0 0 0 0 0 0 0 0 0 77 0	Deleted Cnt 4 567 0 60 73 0 0 0	Reset
Class No 0 1 2 3 4 5 6 7	P Emulator Help w PPP View Tx Cnt 951 950 1835 1452 949 949 949 949	Action Tx/R Rx Cnt 1682 589 160 125 79 237 158 79	x Verification	Simulation MLPPP MUPP MUPP MUPP MUPP MUPP MUPP MUPP	Inserted Cnt 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0	Deleted Cnt 4 567 0 60 73 0 0 0 73	Reset
Class No 0 1 2 3 4 5 6 7 8	P Emulator Help w PPP View Tx Cnt 951 950 1835 1452 949 949 949 949 949	Action Tx/R Rx Cnt 1682 589 160 125 79 237 158 79 79 79 79 79 79 79 7	x Verification	Simulation MLPPP Multiple Modified Cnt 4 4 4 0 0 2 0 0 0 0 0 0 0 0 0 0 0 0 0 0	Inserted Cnt 0 0 0 0 0 0 0 777 0 0 0 0 0 0 0 0 0 0	Deleted Cnt 4 567 0 60 73 0 0 73 0 0 73 73	Reset
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MC-MLPPI MLPPP Vie Class No 0 1 2 3 4 5 6 7 8 9 10 11 12 13 14	P Emulator Help W PPP View 50 1835 1452 949 949 949 949 949 949 949 94	Action T ×/R R × Cnt 1682 589 160 125 79 237 158 79 237 158 79 237 0 0 0 0 0 0 0 0	x Verification Matched Cnt 1528 564 156 59 74 156 156 156 156 74 74 74 74 74 74 74 0 0 0 0 0 0	Simulation MLPPP Modified Cnt 4 4 4 0 2 0 0 0 0 0 0 0 0 0 0 0	Inserted Cnt 0	Deleted Cnt 4 567 0 60 73 0 73 73 73 73 73 73 73 73 73 0 0 0 0 0 0 0 0 0 0 0 0 0	Reset
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Statistics and Tx Rx Verification

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Buyer's Guide

XX635 w/PPP Emulation	Item No	Product Description
	<u>XX635</u>	w/PPP Emulation
XX636 W/IVIC-IVILPPP Emulation	<u>XX636</u>	w/MC-MLPPP Emulation

Item No	Related Software
<u>XX634</u>	w/ Client-server Multi-Channel HDLC Emulation and Analysis, File based High Throughput HDLC Record/Playback
<u>XX135</u>	Real-time MLPPP Protocol Analyzer (T1 or E1)
<u>OLV135</u>	Offline MLPPP Analyzer
<u>XX136</u>	PPP and MLPPP Packet Analysis – Real-time Packet Voice, Video, and Fax Analysis
XX655	Client-Server MFR Emulation (requires XX600, XX634)

Item No	Related Hardware
<u>PTE001</u>	tProbe™ Dual T1 E1 Laptop Analyzer with Basic Analyzer Software
<u>PTE025</u>	Data Communications Board for Interfaces RS-232, RS-449, EIA-530, V.35, and many others
<u>XTE001</u>	Dual Express (PCIe) T1 E1 Boards
FTE001	QuadXpress T1 E1 Main Board (Quad Port- requires additional licenses)
<u>ETE001</u>	OctalXpress T1 E1 Main Board plus Daughter Board (Octal Port- requires additional licenses)

<u>Note</u>: PCs which include GL hardware/software require Intel or AMD processors for compliance.

For more details, visit <u>MC-MLPPP Emulation using Client-Server</u> webpage.



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